

FIRE SHARK

DIP SW 1

* FACTORY CHOICE

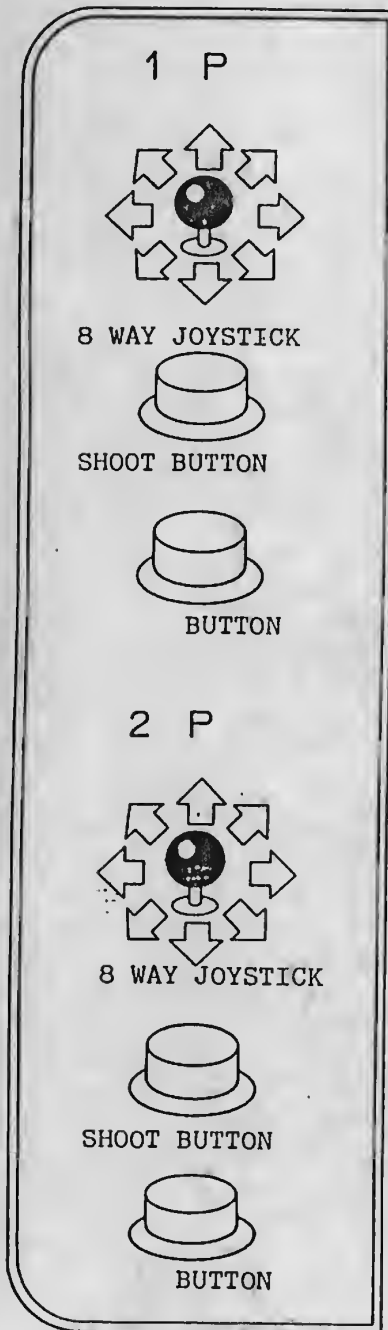
		1	2	3	4	5	6	7	8
NOT USE		OFF							
PICTURE INDICATE	* NORMAL OPPOSITE		OFF ON						
FUNCTION CHECK	* NORMAL PLAY TEST PATTERN			OFF ON					
DEMONSTRATION SOUND	* ON QUIET				OFF ON				
COIN A (FOR EUROPEAN MODEL)	* 1 COIN / 1 PLAY 1 (2) / 2 (1) 2 (3) / 1 (1) 2 (4) / 3 (1)					OFF ON OFF ON	OFF OFF ON ON		
COIN B (FOR EUROPEAN MODEL)	* 1 (1) / 1 (2) 1 (1) / 2 (3) 2 (1) / 1 (4) 2 (1) / 3 (6)							OFF ON OFF ON	OFF OFF ON ON

DIP SW 2

* FACTORY CHOICE

		1	2	3	4	5	6	7	8
DIFFICULTY	* B (NORMAL) A (EASY) C (DIFFICULT) D (MORE DIFFICULT)	OFF ON OFF ON	OFF OFF ON ON						
ADDITIONAL FIGHTER	* 7000 AND 200000 EACH 5000 AND 150000 EACH 100000 ONLY NO EXTRA FIGHTER			OFF ON OFF ON	OFF OFF ON ON				
NUMBER OF FIGHTER	* 3 5 4 2					OFF ON OFF ON	OFF OFF ON ON		
NO DETH MODE	* NORMAL PLAY CAN PLAY ONLY ONE FIGHTER							OFF ON	
NOT USE									OFF

JAMMA CONNECTOR



◇ CREDIT TILL 9

SOLDER FACE			PARTS FACE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP (-)	L	10	SP (+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND